

A Preschool Computer Activity by JOYCE HAKANSSON ASSOCIATES

Sea Horse Hide'n Seek™

The easy-to-fathom game of color,
camouflage and size relationships.

Game Play Manual

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Setting Up Your Computer

Following manufacturer's instructions, hook up your computer to a monitor or TV. If you are using a disk or cassette product, make sure your disk drive or program recorder is connected.

For Cartridge:

1. Plug the program cartridge into your computer's cartridge port. For computers with two cartridge ports, use the left one.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.

For Commodore 64™ Disk:

1. Insert the program disk into the disk drive and close the drive door.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions on disk label for booting the disk.

For Cassette:

1. Insert the program cassette into the program recorder following cassette label instructions.
2. Turn your computer and monitor on.
3. Adjust the volume on your monitor.
4. Refer to instructions in cassette case for loading the program.

SEA HORSE HIDE 'N SEEK requires the use of Joystick Controllers. Be sure to plug them *firmly* into your computer's Joystick ports.

Sea Horse Hide 'N Seek™

A magical undersea world filled with caves, coral and colorful fish provides the setting for fun and learning in Sea Horse Hide 'N Seek. Children make friends with these delightful denizens of the deep, guiding them home while avoiding the lagoon-fish who chase them away. They practice matching colors, helping their sea horses hide by using camouflage. By incorporating such natural phenomena into a computer activity, Sea Horse Hide 'N Seek stimulates children's interest in nature as well as computers.

Important learning activities provide the basis of this game. Color matching and understanding space and size relationships are all keys to successfully hiding sea horses either against the coral background or in undersea caves. As lagoon-fish swim onto the scene, children choose the best course of action to keep their sea horses from being chased away. When the sea horses get larger, some options may no longer prove viable, increasing the challenge of the game.

The following material is provided to help parents help their children get into the game quickly. The Hide Guide Activity Book encourages children to explore the world around them, discovering some of the ways in which different animals use camouflage in nature.

How To Play Sea Horse Hide 'N Seek

Get set for underwater fun and adventure with your delightful marine friends; the sea horses! Swimming about in their lagoon, these fascinating color-changing creatures depend on you to guide them, one by one, across the colorful coral reef to the safety of their shipwreck hideaway.

How Many, Please?

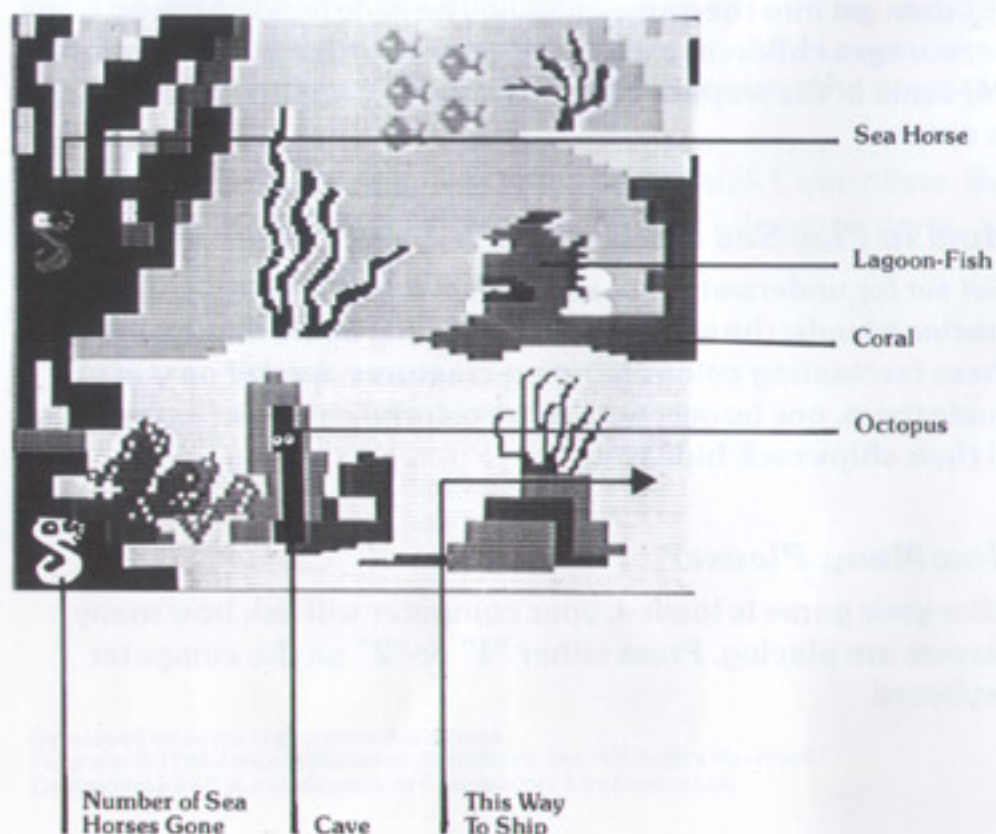
After your game is loaded, your computer will ask how many players are playing. Press either "1" or "2" on the computer keyboard.

Getting To Know You

Your first sea horse appears on the left side of the screen. He needs your help to get him home. Move your Joystick to guide him across the coral reef. At the same time as you move him forward, you can move him up and down. You can even make him turn around and head back to where he started from. Remember, you need to get the sea horse to the shipwreck hideaway all the way on the other side of the reef!

Creatures Of The Coral Reef

Swimming across the reef towards your sea horse are a collection of strange looking lagoon-fish who just love to catch sea horses by surprise. Sea horses get frightened very easily. As soon as a lagoon-fish catches one—WHOOSH—the sea horse is chased out to sea and out of the game. So be on the lookout for these fishy fellows. You will be able to hear them as they approach. If you spot one and he gets real close to your sea horse, you can avoid being chased away by hiding in the coral.



A Sea Horse Of A Different Color

In nature, sea horses use camouflage to hide. Camouflage is their way of blending into the background so they cannot be seen. In this game, you can change your sea horse's color to match the surrounding coral so that it cannot be seen by a lagoon-fish.

To do this, you must first guide your sea horse onto a piece of coral that is big enough to hide the *whole* sea horse. If a little piece of the sea horse is sticking out of the coral, a lagoon-fish might still be able to see it. Once you have made sure that all of the sea horse is inside the coral, press the red button on your Joystick again and again until your sea horse is the same color as the coral. If the colors match, the lagoon-fish will not be able to see the sea horse. You are safe. Once the lagoon-fish passes by your sea horse, you can continue guiding him home. But be very careful! Another lagoon-fish may show up.

Coral Caves

You can also avoid the lagoon-fish by hiding in one of the many coral caves...as long as the cave is large enough for your sea horse to fit in. When you want your sea horse to swim into a cave, guide it so that its whole body fits into the opening. When your sea horse disappears into one cave, it will swim out of another cave that has the same shape somewhere else along the reef. It could be closer to the shipwreck...or closer to where you started from.

The Tickling Octopus

An octopus hides along the reef (you never know where) just waiting to tickle your sea horse with one of his tentacles. If this happens, you must find another hiding place for your sea horse.

Coming Home

At the other end of the reef is the sunken shipwreck hideaway... home! When you get there, guide your sea horse into the hole in the side of the ship. When your sea horse is safe at home, the ship's flag rises in honor of your successful rescue. Then you start at the beginning again, guiding your next sea horse across the reef!

Big and Little

Sea horses come in two sizes: big and little. After you have brought five small sea horses home, a big sea horse emerges. Extra care should be taken when guiding these larger sea horses across the reef, especially when trying to enter caves. Some cave openings will be too small! If you get the big sea horse home, you will then get some more little ones to guide. The more of these you get home safely, the more big sea horses you will have the opportunity to guide.

Score

Your score appears on the hull of the ship next to a tiny blue sea horse. When you bring a little sea horse home, the flag rises halfway and you receive 1 point. When you bring a big sea horse home, the flag rises all the way to the top and you get 5 points.

End of Game

When 4 sea horses have been chased away by the lagoon-fish, the game ends. The box in the lower left corner of the beginning screen keeps track of how many sea horses are gone. To play again, press the computer key marked "f1" on your Commodore 64™ or the "SYSTEM RESET" key on your Atari® computer.

Two-Player Version

This game is played just like the one-player version except that players take turns guiding their sea horses home. The first player's sea horses will start out blue. The second player's sea horse will start out green.

Changing Players and Pause

To change the number of players during a game, press the computer key marked "f3" on your Commodore 64 or the "OPTION" key on your Atari computer. To pause the game, press "f7" or the Space Bar. Press the same key to resume playing.

Computer Activities From Joyce Hakansson Associates

Joyce Hakansson Associates (JHA) recognizes that the most effective learning occurs when children are engaged in activities that are fun, challenging and motivating.

JHA designs computer activities that combine important learning concepts with the excitement and fun of play. Program goals and levels of challenge are carefully worked out to be compatible with the developmental abilities of children in specific age groupings. In this way, JHA programs grow as children grow.

Children have a natural sense of drama and respond well to the colorful animation, funny characters and tuneful music that are the trademarks of JHA programs.

JHA also recognizes that while the computer is a powerful tool for learning, it does not replace all learning experiences. To complement each computer program, JHA develops materials that foster discovery. Activity books, posters and stories extend the themes presented in the software and prompt children and their families to explore those ideas in the world around them.

SEA HORSE HIDE 'N SEEK was created by Joyce Hakansson Associates, Inc., a team of artists, musicians, educators, programmers, writers and game specialists dedicated to bringing excellence and excitement into computer games for young people.

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Elizabeth Larkam

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Atari Version
Programmed by: Elizabeth Reynolds

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